73245 Asst.

AGES 5+

INSTRUCTIONS

Thank you for purchasing MORPHITS, the coolest Morphing Creatures EVER!

Requires 2 x 1.5V "AAA"/LR03 alkaline batteries (not included). Phillips/cross head screwdriver (not included) needed to insert batteries.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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TIGER ELECTRONICS

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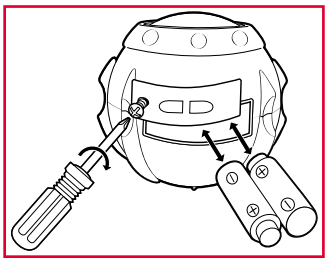
TO WAKE UP YOUR CREATURE YOU MUST FIRST INSTALL THE BATTERIES!

TO INSTALL BATTERIES

Use a Phillips/cross head screwdriver to loosen screw in battery compartment door (screw remains attached to door). Insert 2 x 1.5V "AAA"/LR03 alkaline batteries. Replace door and tighten screw.



⚠ CAUTION:

1. **As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.**
2. **Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions;**
3. **Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.**

IMPORTANT: BATTERY INFORMATION

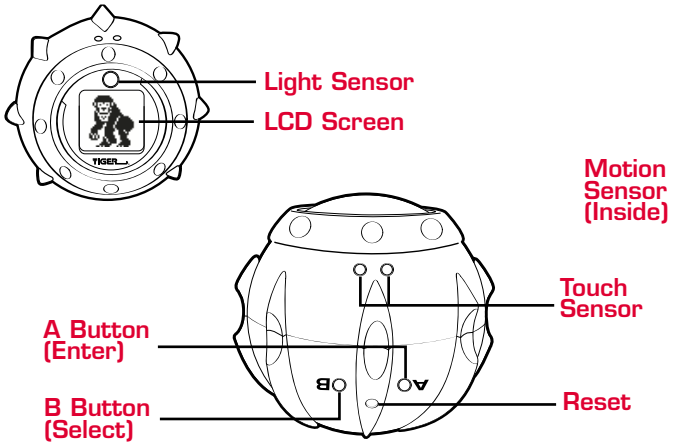
Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. **Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.**
2. **Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.**
3. **Remove exhausted or dead batteries from the product.**
4. **Remove batteries if product is not to be played with for a long time.**
5. **Do not short-circuit the supply terminals.**
6. **Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.**
7. **RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
8. **As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.**

HOW MORPHITS WORK

MORPHITS creatures change and morph right before your eyes by using 3 different sensors: Light, Touch, and Motion.



MORPHITS come in one of 3 main species - What kind of MORPHITS creature do YOU have?

- Light Species: These MORPHITS LIKE light!
- Touch Species: These MORPHITS LIKE to be touched!
- Motion Species: These MORPHITS LIKE to move!

In addition to the main species, some MORPHITS creatures may dislike light, touch, or motion.

NOTE: Listen carefully to your MORPHITS creature. They will make a happy noise when you give them the type of interaction that they like, or they will make an unhappy noise when you give them the type of interaction that they dislike.

Once you've discovered what species of MORPHITS creature you have, play with it and watch it morph right before your eyes! You're in control! Take charge, and watch what happens!

- If your MORPHITS creature likes light – cover the light sensor with your hand and then remove your hand to give it light!
- If your MORPHITS creature likes touch – press the touch sensor with your fingers!
- If your MORPHITS creature likes motion – shake it, spin it, and roll it around!

NOTE: When your MORPHITS needs your attention, it will chime and then freeze. When your creature is frozen, you will see a black frame appear around your creature. Press the A button to continue playing with your MORPHITS creature.

MORPHING CYCLES

Your creature will morph every:

- 30 seconds
- 1 minute
- 2 minutes
- 5 minutes
- 10 minutes
- 15 minutes
- 20 minutes
- 30 minutes
- 1 hour
- 1 hour**

**Your creature will continue to morph once every hour.

HOW TO PLAY WITH YOUR MORPHITS CREATURE

BATTLE MODE

Once in a while, your MORPHITS creature will be ATTACKED by another creature! It's up to YOU to save it!

- Your MORPHITS creature will make an unhappy sound to warn you when it is about to be attacked!
- The screen will flash and pause. Press the A button to begin the battle!
- A "DANGER" sign will flash on the screen. Get ready to start battling!
- You will then see your MORPHITS creature on the left side of the screen. You will see the enemy on the right side of the screen. The creatures will start pushing each other off the screen.
- Listen carefully! When you hear your MORPHITS creature make a happy sound, encourage it by giving it the type of interaction that it likes (ie. light, touch, or motion).
- When you hear your MORPHITS creature make an unhappy sound, make it stronger by giving it the type of interaction that it dislikes.
- Sometimes you will hear the enemy creature make a sound. If it's making a happy sound, respond by giving it the type of interaction that it likes. If the enemy creature makes an unhappy sound, respond by giving it the type of interaction that it dislikes.
- Each time you make the correct choice your creature will push harder. Each time you make the incorrect choice the enemy creature will push harder. Continue until your creature has pushed the enemy off the screen.
- If your MORPHITS creature wins the battle against the enemy creature, your creature will receive BONUS advancement. It may even morph immediately to the next advancement level!
- If your MORPHITS creature loses, it will lose some of the progress it has made and morph back into a simpler creature.

You don't have to wait around for your MORPHITS creature to be ATTACKED! You can choose to ATTACK other creatures!

- When other creatures are nearby, a "!" will appear in the upper right corner of the screen. Press the A button to enter ATTACK mode!

- You will see an enemy creature on the screen. (There may be others nearby!)
- Press the B button to see other creatures that may be nearby.
- Continue to press the B button until you see the creature you wish to attack.
- Press the A button to begin ATTACKING!

MORPHITS ZOO

You can capture your MORPHITS creatures and put them in the MORPHITS ZOO! Show your friends all the cool creatures that you've discovered!

To capture your MORPHITS creature:

- Press and hold down the A button to bring up the MENU.
- Press B to toggle through the MENU choices to MORPHITS ZOO.
- Press A to CAPTURE your MORPHITS creature.
  NOTE: A black frame will appear around the MORPHITS creature to show that it has been CAPTURED.
- Press the B button to view all the other MORPHITS creatures that you have CAPTURED. The LAST screen will show a new MORPHITS creature (amoeba form).
- To RELEASE your MORPHITS creature, press A. The black frame will disappear and your MORPHITS creature will start moving around again.
- To begin playing with a new MORPHITS creature, select the amoeba form instead.
- You may only CAPTURE up to 16 MORPHITS at once.

If you wish to delete one of your CAPTURED MORPHITS, enter the MORPHITS ZOO and select the one you wish to delete. Then press and hold the A button for approximately three seconds. When you release the A button, you will see a confirmation screen: "CLEAR Y/N?" will appear. Press A to delete the current selection and make room for more MORPHITS, or press B to exit.

MORPH MODE

When you have two or more creatures in the MORPHITS ZOO, you can combine them to create a totally NEW creature!

- Press and hold down the A button to bring up the MENU.
- Press the B button to toggle through the MENU choices to MORPH!
- The screen will show "CHOOSE CAGE #1" for three seconds.
- The first creature currently in the MORPHITS ZOO will appear on the screen. Press the A button to select this creature, or press the B button to see the next creature.
- The screen will show "CHOOSE CAGE #2" for three seconds.
- The next creature currently in the MORPHITS ZOO will appear on the screen. Press the A button to select this creature, or press the B button to see the next creature.
- After you have selected the second creature, you will see them get squished into the "MORPHITS Machine."
- POOF! You will see your two creatures combine into a single MORPHITS creature! You may even get a completely new kind of creature!
- Your combined MORPHITS creature is automatically placed into the MORPHITS ZOO.

NOTE: If you attempt to combine two opposing creatures, instead of morphing, they will begin battling!

SPECIAL MENU OPTIONS

SCORE SCREEN

To view your current score:

- Press and hold down the A button to bring up the MENU. The first menu option is SCORE.
- Press A to view your score.
- The score screen will show you the following information:
  - The number of morphs your MORPHITS creature has achieved;
  - The age of your MORPHITS creature (days, hours, minutes) will appear automatically;
  - Press B again to see the type of interaction your MORPHITS creature likes (Light, Touch, Motion);
  - Press B again to see the type of interaction your MORPHITS creature dislikes (if any).
- When the score is finished displaying, you will automatically return to the game.

HOUR MODE

To set 12-hour or 24-hour mode:

- Press and hold down the A Button to bring up the MENU.
- Press B to toggle through the MENU choices to HOUR MODE.
- Press A to toggle between a standard 12-hour clock and a 24-hour clock.
- Press B to move to the next menu item.

CLOCK

To set the clock:

- Press and hold down the A Button to bring up the MENU.
- Press B to toggle through the MENU choices to SET CLOCK.
- Press A to select SET CLOCK.
- Press B to change the HOUR. Press A when the hour is set.
- Press B to change the MINUTES. Press A when the minutes are set.
- Press B to change AM/PM. Press A when AM/PM is set.
- You will now return to the game.
  NOTE: Press B to view the clock at any point.

BEST TIME

Your BEST TIME is the fastest time that you successfully bring your creature to ERA 14.

- Press and hold down the A button to bring up the MENU.
- Press B to toggle through the MENU choices to BEST TIME.
- Press A to see your BEST TIME.

SOUND EFFECTS ON/OFF

To change the sound effects:

- Press and hold down the A Button to bring up the MENU.
- Press B to toggle through the MENU choices to SFX ON/OFF.
- Press A to select ON or OFF. When the sound is ON, you will hear a chime.
- Press B to return to the MENU.

SO GET READY AND GET MORPHING!

MORPH MAP

LEVEL	LIKES LIGHT — DISLIKES MOTION		DISLIKES TOUCH	LIKES TOUCH — DISLIKES LIGHT		DISLIKES MOTION	LIKES MOTION — DISLIKES TOUCH		DISLIKES LIGHT
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									

SEEK YOUR FAVORITE MORPHITS!